

# Chapter Four

## Skills

*“You can have the best weapons, armor, potions, scrolls, and supplies in the realms and end up a bloody smear on your enemy’s sword if you don’t have the skill to use them. Don’t let anyone fool you, having friends can be a big help, but in this world it’s what you know, not who you know that keeps you alive. Keep learning. Pack as much training and knowledge as you can between those ears of yours. Study hard and treat your instructors with respect and maybe one day you’ll find one who will teach you things you’ve only ever heard about in legends.”*

*Caleb Throckmorthon, Guard Captain, Sand’s Edge*

## Skills

The NERO game system is based on the purchase of skills. The learned skill allows you to perform a particular task or group of tasks. Many can only be used a limited number of times per day. Some will allow you to use the skill at will, and even others allow you to use it only after certain conditions are met. Some skills allow you to improve your abilities when the skill is bought multiple times. Be sure to carefully read the skill descriptions.

Some skills may only be used a limited number of times per day. In Wildlands, the day is assumed to begin at 6pm. Most per-day skills, such as *Critical Slay* and *Generate Flame* automatically reset at 6pm. Once 6pm arrives, your character again receives their daily number of uses of their skills. Spell slots however, require a spell reset juncture in order to be recharged. The skill *Astrology* is very useful for predicting when and where these junctures will occur.

## The Skill System

Wildlands is a fantasy game. By that, we mean that it is a compilation of rules and customs by which we allow people to simulate doing things that they cannot really do. The most obvious of these things is magic. Very few of us can actually conjure up magical forces to affect the world around us!

You should not be fooled into thinking that your personal skill equates to the character skill it represents. For instance, the game has weapon skills. You must have *One Handed Edged* weapon skill before you are allowed to use a sword. Many people have asked if they can at least pick up a sword and block blows with it—after all, anyone could make the attempt, could they not? The answer is no, in our game they cannot.

The level of skill represented by the skill bought can be considerably different from that of your average player. It represents a skill that has required hours of practice a day for months to gain. When such an individual is faced with a person totally unskilled in weapon use, they would strike the person down with ease. The player’s skill may be somewhat less than that of the character, however, so the restrictions are used to simulate

the skills. The rules try to allow for the difference between your skills or agility (as a person) versus that of your character (as a fantasy character).

Similarly, the proficiency system represents a level of skill that the player might never obtain. We use it as a way to artificially give a player's character, no matter what his or her real world skill, an advantage over another whose character is not as skilled. It allows a player of indifferent skill to defeat or hold their own against a player of much greater skill.

This is, after all, a fantasy. A person should be able to acquire skills that allow their character to do things that they themselves could not do in real life.

## Teaching and Learning Skills

Your character will start with 20 Build Points which you can use to buy whatever skills you want. (Properly done pre-registered character will have 22 Build Points) After that, you may learn additional skills from your clan teaching list between events, or you may attempt to find an instructor for the skill you desire in-game.

In order to learn a skill from another character, the teaching character must possess the skill *Instruction* in addition to the skill that is to be taught. The two characters must then actually roleplay the process of learning the skill, which can take as long as the instructor deems necessary. Both players must finalize their teaching at a magical juncture, where the necessary Build Points will be deducted from the student's total (assuming they have enough points to learn the skill in the first place) and the skill will then be added to their character sheet, enabling them to use their well-earned skill. It is not uncommon for spirits to demand proof of satisfactory teaching before allow the skill to be taught magically.

Instruction is a great opportunity for roleplaying. Don't sell yourself short by not taking the time to play out your instruction, especially if you are the instructor. After all, you paid Build Points for that skill, make the most out of them!

In addition, there are two exceptions to all of these rules: The skill *Profession* does not have to have a teacher since it is primarily a roleplaying skill and there are so many possible trades to learn; and racial skills (such as *Resist Sleep*) do not have to be taught. Racial skills do not require an instructor, and can be bought either between events, or at a juncture in game. However, in-game, your character should still try to learn these skills from someone else for roleplaying purposes.

Another exception is that some skills, once initially learned through an instructor, may be taught to yourself through "practice" within certain limits. For example, if you learned the first point of the skill *Dexterity Armor*, then you may teach yourself up to a total of 10 for the skill. In the case of *Back Attacks* and *Critical Attacks*, once you have learned the first of a set, you may teach yourself the rest of the set. However, you would need an instructor to make the final leap between those attacks and either *Assassinate/Dodge* or *Weapon Proficiency*.

Note that even though a skill is "taught" in-game, the character will not be allowed to use the skill until the character has been updated in the character database so that you will have a character card showing that skill. In essence, this means that you should choose your skills and find a teacher even before you earn the BP.

While these rules apply to spell slots, they rules do not apply to specific spells and alchemical recipes. To learn a spell or alchemical recipe, you must have the proper spell formula or recipe.

*Example: You may find an instructor to teach you a 3<sup>rd</sup> level spell slot, but until you find a spell formula to use that spell slot with, you cannot cast any spells with it.*

Characters can also learn skills from clan teachers; every clan has a list of skills it teaches to its members. Between games, a character may learn any skill available on the list that her clan teaches. This learning is the normal sort; the student takes weeks practicing the new skill until she becomes proficient with it. If a player wishes to learn a skill from her clan teaching list, they must request the skill at check-in. A character may choose to finish learning a clan skill in game. This intention must be declared at check-in. In this case, it is treated as if the character has been learning between events, and that going to the juncture puts the “finishing touches” on it.

With the approval of the Campaign Committee, a character can circumvent the teaching process in one of two ways. First, a character can pay double the normal build cost for some skills. The extra Build is lost and removed from the character card, and he is self taught. Second, the player can pay for a teacher with Goblin Points; the cost is 5 times the build cost of the skill. In this case, the character is either self taught or found a patron between events. Either way, all training in this manner can happen only with the approval of the Campaign Committee. The character must have read about the skill in-game or seen it used before these approaches will even be considered. Some skills are rare and complex and must be taught in-game.

## Skill Costs

Below and on the following pages are the charts listing the Build Point costs of skills. Each skill has four cost columns associated with it: F (Fighter), R (Rogue), S (Scholar) and T (Templar). Note that any class may buy any skill; they just might have to pay more BP. Not all races will be able to buy all skills however, due to racial limitations.

When buying skills, you should be aware of the prerequisites. For instance, to buy *Weapon Proficiency*, you must first have a weapon skill to be proficient in and four *Critical Attack* skills. To learn how to cast celestial spells, you must first know how to *Read and Write* and *Read Magic*.

Remember your character concept when buying skills. There are an almost infinite number of ways to build a character’s skill list, but the most important factor is that they fit the type of character you want to play and will have fun playing. You might even want to look over the skill list before picking your character class. Because *Wildlands* is a low-level game, the skills you purchase are very important, and you want to make sure that you are playing a character class that will get the best costs for the skills you desire.

## Spell Slots

Detailed rules on purchasing spell slots are covered in *Chapter 7: Magic*.

## Skills and Costs

The following section contains costs and descriptions for skills that are available in the Wildlands campaign. Some skills are not available to starting characters, but they have been included here for the sake of completeness. To learn these skills you will need to find an instructor in-game. Some of these skills provide abilities that are “plot driven.” These skills guarantee a player nothing, but at the discretion of the Campaign Committee, these abilities may reveal special information during modules or during special encounters when a qualified NPC is available. There is no guarantee that these skills will be useful at any given event, but modules will attempt to take such skills into account.

Please note the following changes to core NERO skills:

- The skill Craftsman has been renamed to Profession and pays differently.
- In order to use the skills Pick Locks or Disarm Trap, a player must have a tag for Thieves’ Tools. Further details are covered in the skill descriptions.

<b>Combat Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisites</b>
1st set Critical Attack #1-4	3	4	8	3	Any Weapon Skill
Weapon Proficiency +1	3	4	8	3	1st set Critical Attack #1-4
2nd set Critical Attack #1-4	3	4	8	4	Weapon Proficiency +1
Weapon Proficiency +2	3	4	8	4	2nd set Critical Attack #1-4
Next Set of Critical Attacks	3	4	8	5	Weapon Proficiency +2 & up
Weapon Proficiency +3 & up	3	4	8	5	Additional Critical Attack #1-4
Critical Slay/Parry	10	15	20	15	Weapon Proficiency +2
1st set Master Critical Attack #1-4	3	4	8	4	Any Weapon Skill
Master Weapon Proficiency +1	5	7	12	7	1st set Master Critical Attack #1-4
2nd set Master Critical Attack #1-4	3	5	8	5	Master Weapon Proficiency +1
Master Weapon Proficiency +2	5	8	12	8	2nd set Master Critical Attack #1-4
Next Master Critical Attacks	3	6	8	6	Master Weapon Proficiency +2 & up
Master Weapon Proficiency +3 & up	5	8	12	8	Additional Master Critical Attack #1-4
1st Master Critical Slay/Parry	13	18	25	18	Master Weapon Proficiency +2

<b>Fighting Style Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisites</b>
Florentine	6	6	12	8	Any Weapon Skill or Claws
Hand-and-a-Half§	7	10	20	10	One Handed Blunt or Edged
Shield	5	10	15	7	
Style Master	10	15	20	15	Any One Handed Weapon Skill
Twin Dagger	6	6	12	9	Florentine and Small Weapon
Two Weapons	2	4	4	4	Florentine

<b>Melee Weapon Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisites</b>
Blunt Mastery	8	11	13	10	
Haft Mastery	9	12	14	11	
One Handed Blunt	3	4	8	5	
One Handed Edged	5	5	10	7	
One Handed Weaponmaster	8	10	14	10	
Polearm	8	10	12	10	
Razor Edge Weapon§	15	5	15	15	
Small Weapon	2	2	2	2	
Staff	4	4	4	4	
Sword Mastery	11	14	16	13	
Two Handed Blunt	6	8	12	8	
Two Handed Sword	8	12	16	12	
Two Handed Weaponmaster	12	14	18	14	
Weaponmaster	15	18	20	18	

<b>Ranged Weapon Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisites</b>
Archery	6	8	12	8	
Bow Defense§	3	4	5	2	
Flintlock§	2	2	3	4	
Thrown Weapon	4	4	4	4	

<b>Stealth Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisites</b>
1st set Back Attack #1-4	6	3	6	6	Weapon Skill
Backstab +2	6	3	6	6	1st set Back Attack #1-4
2nd set Back Attack #1-4	6	3	6	6	Backstab +2
Backstab +4	6	3	6	6	2nd set Back Attack #1-4
Assassinate/Dodge	20	10	20	20	Backstab +4
Disarm/Arm Trap	9	3	6	9	
Open Secret Door*§	3	2	2	3	
Pick Locks	9	3	9	9	
Waylay	12	6	12	12	

<b>General Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisites</b>
Dexterity Armor (1-10) §	1	1	3	2	
First Aid	4	3	2	2	
Healing Arts	4	3	2	2	Read/Write and First Aid
Herbal Lore	2	1	1	2	Read/Write
Instruction§	3	3	3	3	
Lore*	3	3	3	3	
Profession (Type)	3	3	3	3	
<b>General Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisites</b>
Scavenge	3	3	3	3	
Wear Extra Armor	2	2	4	2	

<b>Magical Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisites</b>
Adept Magic 1**	9	6	3	3	Primary Magical Pyramid
Adept Magic 2**	9	6	3	3	
Adept Magic 3**	18	12	6	6	
Adept Magic 4**	18	12	6	9	
Adept Magic 5**	27	18	9	9	
Adept Magic 6**	27	18	9	12	
Adept Magic 7**	36	24	12	15	
Adept Magic 8**	36	24	12	15	
Adept Magic 9**	45	30	15	18	
Celestial Spell 1**	3	2	1	1	Read Magic

<b>Magical Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisites</b>
Celestial Spell 2**	3	2	1	1	
Celestial Spell 3**	6	4	2	2	
Celestial Spell 4**	6	4	2	3	
Celestial Spell 5**	9	6	3	3	
Celestial Spell 6**	9	6	3	4	
Celestial Spell 7**	12	8	4	5	
Celestial Spell 8**	12	8	4	5	
Celestial Spell 9**	15	10	5	6	
Earth Spell 1**	3	2	1	1	Healing Arts
Earth Spell 2**	3	2	1	1	
Earth Spell 3**	6	4	2	2	
Earth Spell 4**	6	4	2	3	
Earth Spell 5**	9	6	3	3	
Earth Spell 6**	9	6	3	4	
Earth Spell 7**	12	8	4	5	
Earth Spell 8**	12	8	4	5	
Earth Spell 9**	15	10	5	6	
Resist Necromancy§	2	2	1	1	Earth Spell 3
Earth's Armor	2	2	1	1	Earth Spell 6
Spiritbind	2	2	1	2	Earth Spell 9
Magical Control	8	5	4	5	

<b>Production Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisites</b>
Alchemy	6	3	4	5	Herbal Lore
Armorsmith	3	4	4	3	
Create Potion	6	5	3	4	Earth Spell 4
Create Scroll	6	5	3	4	Celestial Spell 4
Tinkering	6	3	4	4	
Weaponsmith	3	4	4	3	

<b>Scholarly Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisites</b>
Astrology*	3	3	3	3	Read/Write
Dreamer*	5	5	4	5	
Ethereal Perception*	6	5	4	5	
Insight*§	4	3	2	3	
Precognition*	4	4	3	4	
Read & Write	6	6	3	3	
Read Magic	8	6	4	4	Read/Write

<b>Racial Skills</b>	<b>F</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Prerequisites</b>
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Acid Spittle	1	1	1	1	Spitter
Cause Disease	3	3	3	3	Scavenger
Claws	5	5	5	5	Hunter, Render
Curse of the Wanderer	2	2	2	2	Wanderer
Earthroot	1	1	1	1	Earth Dwarf
Eldritch Resist	4	4	4	4	Barbarian
Generate Flame	1	1	1	1	Fire Elf, Oni
Generate Flame Rocket	2	2	2	2	Gremlin
Generate Light	1	1	1	1	Sun Drake
Generate Lightning	1	1	1	1	Storm Elf
Generate Man-catcher	3	3	3	3	Gremlin
Inner Calm	2	2	2	2	Any race
Instinct	2	2	2	2	Civilized
Luck	4	4	4	4	Gnimari
Korred Awaken	4	4	4	4	Korred
Natural Armor 1-5	1	1	1	1	Gila, Render
Natural Armor 6-10	2	2	2	2	Gila, Render
Natural Endow	2	2	2	2	Oni
Resist Bindings	3	3	3	3	Hunted, Storm Elf
Resist Charm	3	3	3	3	Sylvan Elf, Dark Elf
Resist Disease	1	1	1	1	Civilized, Hunted, Earth or Stone Dwarf
Resist Flame	3	3	3	3	Fire Elf, Oni
Resist Ice	3	3	3	3	Slytha
Resist Poison	3	3	3	3	Earth Dwarf, Korred, Slytha
Resist Sleep	2	2	2	2	Sylvan Elf, Dark Elf
Scavenge	3	3	3	3	Any race
Scent Poison/Disease	*	*	*	*	Civilized, Scavenger
Shadowcloak	4	4	4	4	Hobgoblin
Spit Slowness Poison	2	2	2	2	Slytha
Spit Torment Poison	1	1	1	1	Slytha
Stabilizing Venom	1	1	1	1	Gila
Stonelink	3	3	3	3	Stone Dwarf
Twinaxe	2	4	4	4	Minotaur
Two Blades	2	4	4	4	Desert Elf, Fire Elf, Storm Elf
Vorpal Spittle	1	1	1	1	Spitter
Weakness Weapon Poison	2	2	2	2	Slytha

\* Plot driven skill.

\*\* Cost x2 for secondary magics.

§ Not available to starting characters.

F=Fighter    R=Rogue    T=Templar    S=Scholar

## Skills

Skills listed with an asterisk (\*) can be bought multiple times to improve or increase the skill. Read the description carefully. Racial Skills are described in Chapter Three: Races.

### Adept Magic\*

Magical Skill

Prerequisite: Normal Celestial or Earth pyramid

This skill allows a character to develop a pyramid of reusable spells that can be more easily replenished than normal spells. See *Chapter Six: Magic* for a complete description of adept spells, including which spells may be cast through adept slots.

### Alchemy\*

Production Skill

Prerequisite: Herbal Lore

*Alchemy* allows the character to create nonmagical elixirs, poisons, oils, and solvents. For each time *Alchemy* is bought, the character gets four Production Points.

In order to mix an ingested substance into a food or drink, you must have *Alchemy 1*. Anyone can use an ingested substance if not mixed into food or drink. (In other words, anyone can drink a *Cure Damage* elixir straight from the bottle, but you must have *Alchemy 1* in order to mix that elixir into a drink or food.)

To employ a gas or apply a contact substance other than *Vorpel Coating* requires at least *Alchemy 3*. Note that all gas packets must be orange to differentiate them from spell packets (which cannot be orange).

*Alchemy* cannot be used to determine the presence of an alchemical substance or magical potion in a creature's bloodstream.

The list of substances that can be made with the skill *Alchemy* and their Production Point cost is in the Skills System chapter. For a description of those substances, see the *Alchemy* chapter.

### Archery

Ranged Weapon Skill

Prerequisite: None

This skill allows the character to use a bow or crossbow. In Wildlands, bow use is very limited for safety reasons. For insurance and safety reasons, crossbows and real bows of any draw weight are not allowed. Bows are padded throughout the length, and arrows are specially made thrown weapon phys-reps.

### Armorsmith\*

Production Skill  
Prerequisite: None

This skill allows the character to create suits of armor with a predetermined number of armor points for a particular suit.

For each time this skill is bought, the character gets four Production Points per game day. There is also a cost in game money to create suits of armor.

It is not necessary to have this skill to refit your armor after combat. However, each time your armor is breached, its defensive value goes down by one Armor Point.

Assassinate / Dodge\*  
Stealth Skill

Prerequisite: Backstab+4 for first, Backstab+8 for second, Backstab+12 for third

This skill enables the character to do one massive attack of damage in one blow once a day for each time the skill is bought. *Assassinate* may be used with any weapon, but must be purchased for a specific hand.

An *Assassinate* can only be done from behind but can be blocked by a *Parry*. A *Magic Armor* spell protects the wearer from an *Assassinate*. You must be behind and able to see the victim's shoulder blades to do an *Assassinate*; you cannot reach around from the front. By its nature, an *Assassinate* cannot be held active nor may it switch targets; it can only be used for one strike. It does not have to be by surprise.

An *Assassinate* does damage of five times the character's number of *Backstabs* plus 20 and the weapon damage. Note that the multiplier of five is applied only to the *Backstabs*. It is not applied to *Vorpal Coatings* or magical effects that may be present on the weapon. These points are added after the multiplier. No other skill adds damage to an *Assassinate*. For instance, *Critical Attack*, *Back Attack*, *Proficiency*, *Critical Slay*, etc., will never add to the amount of damage being called.

*For example: Krogir has bought 3 Backstabs for use with his One Handed Edged skill. When he uses his Assassinate skill with his longsword, he will call "37 Normal Assassinate." This amount is figured by first taking the number of Backstabs he has (3) multiplying it by 5, giving him 15. Then he adds 20 plus the 2 from his longsword.*

*If he had also added a 6 point Vorpal Coating to his weapon and is using an Endow spell, he would add those but would not count them in the amount to be multiplied by 5. He would then call "45 Normal Assassinate!"  $([3 \times 5] + 20 + 2 \text{ (from his longsword)} + 6 \text{ (from the Vorpal Coating 6)} + 2 \text{ (from the Endow)}$ .*

This skill can also be used as a *Dodge*. This use of the skill allows the character to dodge any single NERO safe weapon attack or any packet delivered spell attack for each time the skill is purchased. It does not protect against traps (except for weapon traps), *Waylay*, *Voice Effects*, or *Killing Blows*. *Dodge* cannot be used if a character is completely immobilized, such as in a *Confine* or a *Paralysis*.

*Assassinate/Dodge* can be bought after every two *Backstabs*.

Astrology  
Plot Driven Skill, Scholarly Skill

Prerequisite: Read & Write

Originally derived from an ancient art that tracked the motions of the stars through the night sky, astrology gives a character an understanding of the fluctuations of the Astral realm and the Ethereal web. A character with this skill who performs the necessary research in the correct places may be able to predict when and where a temporary magical juncture will appear. This art is rarely exact in its predictions, but those who practice it are invaluable to those without access to a permanent juncture. A character with this skill is able to accurately tell the time of day or night.

### Back Attack\*

Stealth Skill

Prerequisite: Any weapon skill for first, all others must be bought in sequence

This skill allows the character to do two extra points of damage against any one opponent from behind for the duration of the battle (which is defined as “Line of Sight”) once per day for each time the skill is taken. This bonus applies to any weapon in which the character has the skill. When the skill is bought, the player must specify for which hand the skill is to be used. You must be behind and able to see the victim’s shoulder blades to do a Back Attack; you cannot reach around from the front.

After a character has earned the fourth Back Attack, the character can trade them in and buy a Backstab (see below). The character may then begin learning Back Attacks again.

For example: Nira has worked her way up to the point where she has learned Backstab +2. She now does +2 damage for every hit from behind with any weapon she can use, in that hand. She then begins to learn Back Attacks again. For each Back Attack she learns now, she can do another two points of damage to one opponent, so when she uses these skills, she does +4.

### Backstab\*

Stealth Skill

Prerequisite: 4 Back Attacks

This skill allows a character to do an extra 2 points of damage to any foe they can hit in the back while standing behind the person. You must be behind the victim and able to see the victim’s shoulder blades to do a Backstab; you cannot reach around from the front. When purchased, the player must specify for which hand the skill is to be used.

The skill can be bought multiple times and the effects are cumulative. This skill can be used with any weapon with which the character has the skill.

### Blunt Mastery

Melee Weapon Skill

Prerequisite: None

This skill represents training in all forms of blunt weapons, including those that require two hands. This allows a character to use all forms of hammers, maces, and clubs. Blunt weapons may not be used for thrusting.

### Bow Defense

Ranged Weapon Skill

Prerequisite: Archery

A character with Bow Defense may use their bow to block weapon attacks freely, without having to restring their bow after doing so. Weapon strikes may be blocked with the bow, which will not be destroyed in the process. A Character may not simultaneously both block with and fire a bow however, so a bow shot in progress is interrupted upon a parry.

### Celestial Magic\*

Magical Skill

Prerequisite: Read Magic

This skill allows the character to cast a celestial magic spell of whatever level has been bought. See Chapter 7: Magic for details on purchasing spell slots.

### Create Potion\*

Production Skill

Prerequisite: Earth Spell Level 4

This skill allows the character to create an earth magic based potion. The character must have a spell slot of the level to be made and access to the spell in a spell book. Note that not every spell can be made into a potion.

Making a potion costs Production Points and in-game money and falls under the rules set forth in the Chapter on the Skills System.

### Create Scroll\*

Production Skill

Prerequisite: Celestial Spell Level 4

This skill allows the character to create a celestial magic based scroll. The character must have a spell slot of the level to be made and access to the spell in a spell book. Note that not every spell can be made into a scroll.

Making a scroll costs Production Points and in-game money and falls under the rules set forth in the Chapter on the Skills System.

### Critical Attack\*

Combat Skill

Prerequisite: Any weapon skill for first, all others must be bought in sequence

This skill allows the character to do one extra point of damage against any one opponent for the duration of the battle once per day for each time the skill is taken. Battle duration is defined as “Line of Sight” as per spells.

This bonus applies only to either the right or left hand and a particular weapon in that hand.

After a character has earned the fourth Critical Attack, the character can trade them in and buy a Weapon Proficiency. The character may then begin learning Critical Attacks again.

Example: Inar has worked his way up to the point where he has learned Weapon Proficiency. He now does +1 damage for every hit he does with a Longsword. He then begins to learn Critical Attacks again. For each Critical Attack he learns now, he can do another point of damage once per day per opponent, so when he uses these skills, he does +2.

When he has enough build points, he can buy Weapon Proficiency again and he will do +2 constantly. He may begin buying Critical Attacks again to do +3 once a day for every Critical Attack he has learned.

### Critical Slay / Parry\* Combat Skill

Prerequisite: Weapon Proficiency +2 for first, Weapon Proficiency +4 for second

This skill enables the character to do one massive attack of damage to one opponent once a day for each time the skill is bought.

A *Critical Slay* does damage of five times the character’s number of *Weapon Proficiencies* plus 20 and the weapon damage.

Note that the multiplier of five is applied only to the proficiencies. It is not applied to *Vorpal Coatings*, strength skills, or magical effects that may be present on the weapon. These points are added after the multiplier.

*For example: Unger has 2 Weapon Proficiencies for use with his longsword. When he uses his Critical Slay skill, he will call “32 Slay.” This amount is figured by first taking the number of Proficiencies he has (2) multiplying it by 5, giving him 10. Then he adds 20 plus the 2 from his longsword.*

*If he had also added a 4 point Vorpal Coating to his weapon and is using an Endow spell, he would add those but would not count them in the amount to be multiplied by 5. He would then call “38 Slay “  $([2 \times 5] + 20 + 2 + 4 + 2)$ .*

A *Critical Slay* may be bought once for every two full *Weapon Proficiencies*. (After *Weapon Proficiency* +2, and again after *Weapon Proficiency* +4, etc.).

The Slay is considered used as soon as the statement “Prepare to Die!” is made. Like all weapon blows, the entire verbal must be stated and fully completed before the weapon is swung at the opponent. The Slay will be active until the blow is landed, or five minutes passes. If the blow is landed, the Slay damage can be negated by other game defenses such as *Phase*, *Dodge*, *Parry*, *Magic Armor*, etc. Additionally, if any other skill (or normal weapon damage) is called in the same hand in which the Slay is active, the Slay is negated. The 5-minute time period cannot be shortened by any other means, including

having the weapon disarmed or destroyed, killed and then resurrected, falling unconscious, etc. The skill *Parry* is both weapon and hand specific, just like *Critical Slay*. *Slays* are not “massive” per the trap definition, and may be blocked as any other standard weapon blow.

*Example: Hendrick runs into battle and strikes at an troll, saying “Prepare to Die, 45 Slay!” The troll manages to prevent Hendrick from landing a blow by blocking with its shield and otherwise jumping out of the way. Hendrick continues to shout “45 Slay” for each swing. Suddenly, the troll dies from a spell thrown by Hendrick’s compatriot, Olaf. Hendrick has not yet used his Critical Slay, so he turns and begins fighting another troll, saying “Active Slay” as he approaches his foe. “45 Slay!” he says as he swings. He hits the second troll and this troll dies. Hendrick has now used up his Critical Slay so when he turns to face the next troll in line, he will be calling his regular damage.*

*If five minutes had passed from the time Hendrick called out “Prepare to Die” and he did not have a chance to use his Critical Slay then the Slay would be used up. He would not be able to just run around indefinitely looking for something else to hit. The Slay has become inactive, and he must give up the tag from his skill ring to the troll upon whom he attempted to use the Slay.*

A *Magic Armor*, *Parry*, or a *Dodge* protects against the *Slay*. A player hit by a *Slay* who does not die from the *Slay* must roleplay that the *Slay* was successful. This informs the fighter using the *Slay* that he or she must then begin calling regular damage again.

This skill uses the same handedness rules and specific weapon rules as *Critical Attack* and *Weapon Proficiency*.

A *Parry* may be used in place of a *Critical Slay*. This allows the character to defend against any one physical NERO weapon delivered attack, except for a *Waylay* attack or a boulder attack. It cannot be used against traps, except for weapon traps, nor can it be used against a packet-delivered attack such as a spell, gas globe, or monster attack.

*For example: Hendrick has not yet used his Critical Slay for that day. He is walking through town when suddenly he is attacked by a dark elven assassin who calls out “32 Assassinate!” Since Hendrick did not have a Magic Armor spell on him, this amount would kill him so he wisely decides that this would be a good time to use that Parry. “Parry!” he announces, thus letting the assassin know the attack was unsuccessful. This uses up Hendrick’s Critical Slay as well.*

You may not use a *Parry* if you do not have a weapon in your hand or if your weapon is not free. A Two Handed weapon must be held in both hands to be able to use a *Parry*.

You may only parry a blow you could logically parry at the point where the strike is given. Your weapon must be able to reach the attacker’s weapon, otherwise the strike is too far away to parry. If you actually interpose yourself between your mage and a fighter trying to slay him or her, you may call a *Parry* and nullify the attacker’s blow. You can parry a blow meant for someone else if you were at that time engaged in a fight with another person but you cannot call a *Parry* while standing at the other end of the battle.

## Dexterity Armor\*

### General Skill

Prerequisites: None, Not available to starting characters

This skill represents a character's ability to dodge and use quickness to avoid blows. Each level of the skill purchased gives a character one point of armor. A character may fully reset this armor by spending one minute to do so (gathering her energy, catching her breath, stretching, etc.) and it will not lose points when breached. A character who is completely immobilized (*Paralyze*, *Web*, *Confine*, *Imprison*, or in any other way completely immobilized) or who is under the effects of *Disease* or *Slow* loses the benefits of the armor until her condition ends and she spends one minute resetting the armor. Any condition that reduces the character to a walk (other than carrying another character) also causes the armor to be lost and it must be reset to be used again. A character who is under the effects of *Mesmerize*, *Sleep* or *Trance* does not benefit from their armor while affected, but does not need to reset their Dexterity Armor once the effect ends. Dexterity armor is useless if the character wears normal armor; all dexterity armor is lost until the character removes the normal armor and spends one minute to reset the dexterity armor.

### Disarm / Arm Trap

Stealth Skill

Prerequisites: None

This skill allows the character to attempt to disarm or set a trap. It does not guarantee success. You must have this skill to even attempt to disarm or set a trap. You may not even cut an obvious trip wire without this skill. Traps may only be set in the presence of a marshal.

In order to use Disarm/Set Trap, a player must have a tag for Thieves' Tools, which are a tinkered item. This tag represents any equipment that a rogue possesses, such as scissors, dental picks, or clamps that is not a tinkered item. For example, Thieves' Tools do not include any magnetic items. Thieves' Tools are shatterable and can be destroyed by an Explosive Trap. If this happens, the player will not be able to use his or her tools until obtaining a new set in-game.

### Dreamer

Plot Driven Skill, Scholarly Skill

Prerequisites: None

Characters with this skill sometimes receive visions of people and places in their sleep. These visions may show past, present, or future events, though future events are only possible images and may or may not come to pass. A player may receive verbal or written descriptions of his character's dreams, and rare dreams are played out as live events. A character with this skill has a strong tie to the Realm of Dreams, and other visitations, adventures, and effects are possible.

### Earth's Armor

Magical Skill

Prerequisites: Level 6 Earth Spell

A character with this skill draws upon the power of the Earth to form a mystic cloak that protects him from damage. The power works like physical armor, giving the character a number of armor points equal to his current level. The character must spend one minute concentrating on gathering the Earth's energy to reset the armor, and Earth's Armor points are not reduced when breached. Wearing physical armor negates this power until the character removes it and spends one minute concentrating to reset his Earth's Armor.

### Earth Magic\*

Magical Skill

Prerequisite: Healing Arts

This skill allows the character to cast an Earth Magic spell of a specified level. This skill is a spell slot as described in the *Chapter Six: Magic*

### Ethereal Perception

Plot Driven Skill, Scholarly Skill

Prerequisites: None

Characters with this skill have senses that extend into the Ethereal plane. A character initiates the power by saying "Ethereal Perception" to a marshal or the character she wishes to examine. The subject must be no more than 20 feet away. If the subject is not involved in combat, he may give an alternate description which might reveal some vital information. Most creatures look the same when examined with Ethereal Perception, in which case they will repeat their descriptive phrase. Some creatures are visible only to those with Ethereal Perception, although all characters are aware that there is a creature of some sort nearby. Such creatures will wear a white headband and a red or orange armband to denote their Ethereal status (at night, the creature will wear a red or orange glow bracelet), and they do not affect normal play. Ethereal Perception is active until line of sight is broken. Using this skill to perceive creatures roaming the Ether or creatures with an Ethereal presence is dangerous, as it can draw the examined creature's attention. If you have Ethereal Perception, and someone perceives you, you can feel them examining you. If you do not have Ethereal Perception, and someone examines you, then you are completely unaware of the activity. You may never view your own ethereal presence. If someone perceives you, and you have not been given specific instructions to respond differently, the appropriate response is "Mask".

### First Aid

General Skill

Prerequisites: None

*First Aid* allows the user to stabilize a dying creature with a metabolism, bringing the recipient to zero Body Points. The person will regain consciousness in five minutes with one Body Point.

This skill only works with humanoid physiologies. It will not work on animals. *First Aid* can be used on Cursed Ones. Some monsters are so alien that *First Aid* will also not work on them.

This skill cannot save a creature hit with a *Killing Blow* or a *Death* spell or effect. Note that the skill *Healing Arts* is needed to determine if the creature is dead.

The skill requires a full uninterrupted minute, in which time the person applying the *First Aid* can do nothing else. This means that you cannot perform other game skills while using the skill *First Aid*. Just like any game effect in *Wildlands*, if this skill does not affect you (perhaps because you have already died), you must call “no effect” when this skill is first applied.

*First Aid* takes a complete uninterrupted minute to be successful. Once *First Aid* has begun, the one minute death countdown freezes. After 10 uninterrupted seconds, your death countdown starts over again at zero. To properly give *First Aid*, the person roleplays the actions of giving *First Aid*, followed by a soft statement to the target “Beginning *First Aid*”. The person giving *First Aid* then counts in their head a full ten count, and then announces quietly to the target “Reset bleed out count”. He then continues counting in his head to a full 60 seconds count, and then quietly states to the target “Stabilize”. (This is a recent local chapter rules change, and different than the NERO rule.) If you receive another hit at any time while in this condition, then the aid is considered to be interrupted and you will continue the death countdown from where it was interrupted by the *First Aid*.

You cannot otherwise *First Aid* more than one person at a time.

This minute represents the binding of wounds and the stopping of bleeding. The player with this skill should roleplay out the *First Aid* by pulling out some bandages and otherwise concentrating on helping the patient.

### Flintlock

#### Ranged Weapon Skill

Prerequisites: None to purchase skill; must have Tinkering skill to load a flintlock, Not available to starting characters

This weapon skill allows a character to fire a flintlock. Upon firing, the player calls out “5 body” when the ball strikes the opponent. This means that the shot bypasses armor protection from an opponent. In order to load a Flintlock, a character must also have at least one level of Tinkering. All flintlocks and ammunition must be approved by the Campaign Committee before use.

### Florentine

#### Fighting Style Skill

Prerequisite: Weapon skill

This skill allows the character to hold and use two weapons in combat, one in each hand. Neither weapon can be a two handed weapon, and one of the weapons can be no longer than a dagger. The character must have a weapon skill with both weapons. If different damages are being delivered with each weapon, then you must call out different damages when swinging the weapons.

Haft Mastery  
Melee Weapon Skill  
Prerequisites: None

A character with this skill has been trained in the use of all weapons that are built in the form of a wooden haft supporting a heavy edged blade, including those that require two hands. This allows a character to use all hatchets, axes, polearms and spears.

Hand-and-a-Half  
Fighting Style Skill  
Prerequisite: Any one handed weapon skill except Small Weapon

This skill allows the character to, when using a full length one-handed weapon in both hands to add +1 to the damage of the weapon. This bonus does not apply when the weapon is wielded one-handed. This skill may not be used with short weapons, or with weapons that are already two-handed weapons (Two-Handed Blunt, Two-Handed Sword, Polearm, Staff)

*Example: If a character normally calls "2 Normal" with their Longsword and possessed this skill, they would call "3 Normal" when using it two-handed. If they switched to a one-handed grip or had their arm withered, they would be forced to call "2 normal" again.*

Healing Arts  
General Skill  
Prerequisites: First Aid and Read/Write

This skill, which represents basic medical knowledge, is required to learn any earth spells.

A character with *Healing Arts* can determine if someone is diseased, sleeping, paralyzed, dead, dying, unconscious, or merely faking injury upon examining them. The exact extent of injuries can be determined as well.

A person with *Healing Arts* examining a hurt body can tell exactly how many points of healing are necessary for complete recovery. (Asking "How many Body Points are you down?" is an out-of-game question; you should ask it quietly and then in-game you can say "Ah, I see that a *Cure Light Wounds* is all you need.")

This skill will not allow you to tell if a creature is under the effects of an alchemical substance or if the creature has any in their system. It will not allow you to determine

death by poison, necromancy, or the use of spells or similar unobvious means. It will allow you to determine if the death was caused by an edged or blunt weapon or by claws.

Since this skill represents checking pulse and otherwise examining the body, it cannot be done instantly. In order to use this skill, the person must touch the subject and roleplay an examination. The amount of time it takes to perform the examination is determined by the length of the questions being asked but in no case less than three seconds.

These out-of-game questions can only include the following: *How many Body Points are you down? Were you damaged by edged weapons or claws? Were you damaged by blunt weapons? Were you waylaid? Are you diseased? Are you sleeping? Are you paralyzed? Are you regenerating? Are you unconscious (at zero body)? Are you dying (at -1 body)? Are you dead? How much time until you <wake up, become conscious, become unparalyzed, die, resurrect>?*

You may not ask questions like the following: *What is your maximum amount of Body Points? Were you killed by necromancy? Were you killed by celestial spells? Were you poisoned? Was that guy running away the one who killed you?*

The conscious recipient knows that the “diagnosis” is being done. You cannot use *Healing Arts* on a conscious person without their knowledge. A conscious person can prevent *Healing Arts* from being performed unless bound or similarly restrained.

This skill also allows the user to quickly detect whether a liquid is a magical potion, but not its identity. This process must be roleplayed accordingly and must take at least three seconds. To fully identify a potion requires a complete uninterrupted minute.

In order to roleplay this, the player should spend the minute scrutinizing the bottle, holding it up to the light, shaking the contents, and otherwise investigating the mysterious liquid.

## Herbal Lore

### General Skill

Prerequisite: Read/Write

This skill is a prerequisite to creating any alchemical substances. It allows the user to detect the presence of an alchemical substance, but not its identity. This process must be roleplayed accordingly and must take at least three seconds. To fully identify an alchemical substance requires a complete uninterrupted minute. In order to roleplay this, the player should spend time scrutinizing the bottle or substance, holding it up to the light, shaking the contents, and otherwise investigating the mysterious liquid.

This skill cannot be used to identify blood types, detect the presence of poison in the bloodstream, identify a type of creature or a race from a blood sample, or otherwise do modern chemical observations.

## Insight\*

### Plot Driven Skill, Scholarly Skill

Prerequisites: None, Not available to starting characters

This skill allows a character to hear non-corporeal spirits that sometimes inhabit hidden places and to get advice on solving a puzzle or dilemma. The character hears small pieces of whispered conversation and possibly gains a clue or piece of advice. Insight requires a marshal and does not tell the character if spirits are present; but she can check for spirits with Ethereal Perception. If no spirits are present when the character uses it, that use is wasted and the character learns nothing. A character can purchase this ability multiple times and use it once per day for each time purchased.

### Insight

#### General Skill

Prerequisites: None, Not available to starting characters

This skill allows the character to teach any skill he knows. See *Chapter Nine: Miscellaneous* for learning new skills. Some Lost Arts are not able to be taught through Insight.

### Lore\*

#### Plot Driven Skill, General Skill

Prerequisites: None

With this skill, a character has informed knowledge on one specific subject, which must be designated when the Lore skill is purchased. If the character's skills are submitted sufficiently in advance of their first event, they will receive a short document detailing some of what they have learned about their Lore subject.

Anyone who learns lore maintains contact with their instructor and may communicate with them between events. The player can submit questions to their instructor through the Campaign Committee about the subject of his Lore, and he might receive special information. In order to do so, the player must submit their question in writing to the CC well in advance of the next event. This is generally done in the form of a letter, characters with Lore who do not have Read/Write are assumed to have found someone to read/write the letter for them in this one situation. Remember that this is a communication between characters and if the person seeking answers offends or irritates their source with their letter, it may affect the response.

Your contact for Lore is generally someone from within your clan. If you learn the skill from an in-game NPC, they do not need to be from your clan to continue to communicate with you. If you learn the skill from another PC your Lore contact is same character as the contact for the PC who instructed you.

The more specific the subject of the Lore skill, the better chance the character has to get information and the more detailed it will be. A character with the skill Vampire Lore would get better information than a character with the skill Undead Lore who asked the same questions about vampires.

### Magical Control

#### Magical Skill

Prerequisite: None

This skill gives a character greater control over magic, enabling her to dispel enduring, non-necromantic magical effects upon sentient beings. If the effect to be dispelled is one that the character cast, she must strike the target with a packet and call out “Break magical <spell name>.” If the character wishes to dispel some other effect, she must concentrate for one full minute, and the power works exactly like the Dispel Magic spell. The character may not dispel magical effects that are necromantic in nature or cast upon something other than a sentient being (e.g. a Wizard Lock spell, which is cast upon a room). Operation of some magical items may require the type of control this skill provides. See the spell lists in *Chapter Six: Magic* for a complete list of all spell effects which may be dispelled using Magical Control. A character may use Magical Control to identify which effects a character is suffering from.

### Master Critical Attack\*

Combat Skill

Prerequisite: Any Weapon Skill

This skill allows the character to perform a *Critical Attack* with any weapon in which the character has the skill. Handedness must still be declared but weapon type is not. When buying this skill, you must upgrade any regular *Critical Attacks* that you already have.

### Master Critical Slay / Master Parry\*

Combat Skill

Prerequisite: Master Proficiency +2 for first, Master Proficiency +4 for second

This skill allows the character to perform a *Critical Slay* with any weapon in which the character has the skill. Handedness must still be declared but weapon type is not. When buying this skill, you must upgrade any regular *Critical Slay/Parry* that you already have.

### Master Proficiency\*

Combat Skill

Prerequisite: Master Critical Attack #4

These more expensive proficiencies can be used with any weapon in which a character has the skill. The character still must declare handedness but need not declare weapon type.

*Master Proficiencies* are bought in a manner similar to normal *Proficiencies*. *Master Proficiencies* may be combined with normal *Proficiencies* and *Backstabs* for determining damage.

You may not purchase a separate *Master Proficiency* if you already have a *Proficiency*; you must upgrade your *Proficiency* to a *Master* by paying the difference in Build Points.

One Handed Blunt  
Melee Weapon Skill  
Prerequisites: None

This skill allows the character to wield a one handed blunt weapon. This includes Sap, Bludgeon, Short Hammer, Long Hammer, Short Mace, and Long Mace. A blunt weapon cannot be used for thrusting, and any thrust with the tip of the weapon does no damage. The weapon may be used with either hand.

One Handed Edged  
Melee Weapon Skill  
Prerequisites: None

This skill allows the character to wield a one handed edged weapon. This includes Dagger, Hatchet, Short Sword, Long Sword, Short Axe, or Long Axe. The weapon may be used with either hand. This skill also allows a character to wield a one handed spear, but the spear is a thrust-only weapon.

One Handed Weapon Master  
Melee Weapon Skill  
Prerequisites: None

This skill allows the character to use all one handed edged and one handed blunt weapons. When buying this skill, you must “sell back” any skills that are included within it.

Open Secret Door  
Plot Driven Skill, Stealth Skill  
Prerequisites: None, Not available to starting characters

Characters with this skill have learned the magical and physical tricks required to operate magical triggers that open secret portals and alcoves. The player must first find the door’s trigger and then tell a marshal he is attempting to open the door. Some triggers are created so that anyone who finds them can open them. Others can only be opened by those with this skill, while still others are made with puzzles or locks to hinder those attempting to open them

Pick Locks  
Stealth Skill  
Prerequisites: None

This skill allows the character to try to pick locks. It does not guarantee success. In order for this skill to be useful, a player should have a set of picks or tools (not provided by Wildlands). In order to use Pick Locks, a player must have a tag for Thieves’ Tools.

This tag represents any equipment that a rogue possesses, such as scissors, dental picks, or clamps that is not a tinkered item. For example, Thieves' Tools do not include any magnetic items. Thieves' Tools are shatterable and can be destroyed by an Explosive Trap. If this happens, the player will not be able to use his or her tools until obtaining a new set in-game.

### Polarm

Melee Weapon Skill

Prerequisites: None

This skill allows the character to wield any hafted two handed weapon with a blade on the far end (a meat cleaver on a stick). This includes any two handed axes, halberds, etc.

### Preognition

Plot Driven Skill, Scholarly Skill

Prerequisites: None

Characters with this skill sometimes receive visions or feelings about possible future events. These visions are usually accurate, but they represent only one of several possible futures. The character may receive information about the far or immediate future, and all such visions are delivered by a marshal.

### Profession (type)\*

General Skill

Prerequisites: None

This skill is used to add flavor to your character. It cannot be used to give a character any extra power in-game nor does it guarantee any information from the Campaign Committee. For instance, if a character takes *Profession "Historian"* then it is up to the character to learn the history in game. Crafting skills such as *Armorsmith* that produce in-game items are not considered a *Profession*.

*Profession* skills must be skills that would provide an income. For every *Profession* skill bought, a character will receive four ivory pieces at check-in. Gnimari are particularly valued as workers and earn an extra ivory for each day worked, increasing their weekend total to 6 Ivory pieces.

Examples of profession skills include (but are not limited to) *actor, architect, artist, astrologer, baker, bard, brewer, butcher, calligrapher, candle-maker, carpenter, farmer, forester, historian, hunter, jeweler, masseuse, merchant, musician, sage* (specify field of study), *sailor, scout, scribe, tailor, tavernkeeper* and *undertaker*.

### Razor Edge Weapon

Melee Weapon Skill

Prerequisites: Edged Weapon Skill, Not available to starting characters

With this skill, a character can use a Razor Edge Weapon without breaking it. The character must also have the weapon skill appropriate to the type of Razor Edge Weapon she wishes to use (e.g. One Handed Edged or Small Weapon for a Razor Edge dagger). If a character without this skill calls damage with a Razor Edge Weapon, the weapon breaks. Razor Edge Weapons are the only weapons that can hold Razor Venoms, special poisons which cause extra damage for one swing.

### Read/Write

Scholarly Skill

Prerequisites: None

A character without this skill will not be able to read even the simplest written signs, scrolls, numbers or maps. With this skill, a character can read anything except magical writing.

It does not allow a character to read foreign languages they do not know, nor does it allow them to decode coded messages. It does allow the character to try to decode or translate the message.

### Read Magic

Scholarly Skill

Prerequisite: Read/Write

This skill is required for anyone wishing to learn celestial magic spells or to read and cast magic scrolls.

With this skill, a character can read magic scrolls up to the character's highest level of celestial spell ability plus four.

Thus, if you have the skill *Read Magic* and have no celestial spells, you can read up to and including 4th level magic scrolls. If you know one celestial spell level, you can now read scrolls up to and including 5th level, and so on.

Remember that to read a magical scroll, you must actually hold the scroll before you, have enough light to be able to read it, actually read the scroll, say the verbal incant out loud, touch the spell packet to the scroll, and then throw the spell packet.

### Resist Necromancy

Magical Skill

Prerequisites: 3rd level Earth Spell

This skill allows a character to resist any spell or effect that has (or would have) the word "Chaos" in its incantation. The player must call out "Resist" when she is struck, and a Shield Magic will stop a chaos spell before the character may use this ability. A dead character with this skill may use it to resist the effects of a Spiritwrack. The skill can be bought only once and may be used once per day.

### Scavenge\*

#### General Skill

Prerequisites: None

A character with this skill has a knack for digging up useful items that others have discarded or lost. They can then use or trade these items in-game. At the start of every event they will receive a random packet of materials representing what they have scavenged between events. The contents of the packets vary and once a packet has been received, it may not be exchanged for another. This skill may be purchased multiple times. Each purchase grants one additional Scavenging packet at the start of the event. The actual content of packets will contain items of varying value, but typically would have between 3-6 Ivory pieces per packet worth of items

### Shield

#### Fighting Style Skill

Prerequisites: None

This skill allows the character to use a shield in combat. Without the skill, if you are using a shield, any weapon hit that hits the shield affects you as if you were not holding it.

### Small Weapon

#### Melee Weapon Skill

Prerequisites: None

This skill allows the character to wield any small weapon, and includes Sap, Bludgeon, Dagger, or Hatchet or any other small (under 24 inch) close combat weapon. Note that the weapon must be a minimum of 12" in length. You cannot "sell back" this skill when buying the skills *One Handed Edge* or *One Handed Blunt*, although you must sell it back if you buy *Blade Mastery*, *One Handed Weapon Master* or *Weapon Master*

### Spiritbind

#### Magical Skill

Prerequisite: 9th level Earth Spell

With this power, a character can bind a dying character's spirit to this plane, allowing the spirit to be resurrected perfectly. The resurrected character remembers everything up to the point of death, and his spirit does not suffer any weakening. This power must be used on the recipient's body before 5 minutes elapses. The character strikes the body with a packet, calling out "I call upon the Earth to bind Spirit and Flesh." This power can be bought only once, and may be used once per day.

### Staff

#### Melee Weapon Skill

Prerequisites: None

This skill allows the character to wield a staff. Staff use in NERO is restricted for safety reasons, so a player using a staff must keep both hands gripped within the middle 3 feet of the staff. You cannot trip people with a staff or perform many other staff moves that are staples of staff use in real life. Staffs may be used for thrusting. A staff has two edges for the purposes of Vorpal Coatings.

### *Style Master*

Fighting Style Skill

Prerequisite: Any weapon skill

With this skill, a character gains use of the *Shield*, *Florentine*, and *Two Weapon* skills. When buying this skill, you must “sell back” any skills that are included in *Style Master*.

### *Sword Mastery*

Melee Weapon Skill

Prerequisite: None

A character with this skill has been trained in the use of all forms of sword-like weapons, including those which require two hands to wield. This allows a character to use daggers, long swords, short swords and two-handed swords.

### *Thrown Weapon*

Ranged Weapon Skill

Prerequisites: None

This skill allows a character to use hand-thrown missile weapons. All thrown weapons must be soft-sculptured or made of only pipe insulation with no pipe inside. Thrown weapons should not have any sharp corners on them. Spell packets may not be used as thrown weapons. This includes javelins, but never includes one-handed spears. This skill is needed, along with *Superhuman Strength*, to throw boulders.

### *Tinkering\**

Production Skill

Prerequisites: None

Characters with this skill can build magical-mechanical gadgets that perform many different functions. This skill works like all other production skills, with each gadget requiring a monetary outlay and the use of production points. Each level of the skill gives the character 4 production points per day, and there is no limit to the number of times the character can purchase this skill. See *Tinkering* in *Chapter Five: Crafting* for more details.

## Twin Dagger

### Fighting Style Skill

Prerequisites: Florentine and a weapon skill that allows you to use daggers

This weapon skill allows the character to use a dagger in each hand. This skill does not entitle the character to use any other small weapon besides dagger. In addition, while wielding two daggers, the character may call +1 damage in each hand. The character is only entitled to the extra damage if she is both holding and actively wielding a dagger in each hand. If, at any time, one of her daggers is lost due to a Disarm/Shatter or if one of her arms is withered, she may not call the +1 damage.

## Two Handed Blunt

### Melee Weapon Skill

Prerequisites: None

This skill allows the character to wield a two handed blunt weapon. Note that a blunt weapon cannot be used for thrusting, and any thrust with the tip of the weapon does no damage.

## Two Handed Sword

### Melee Weapon Skill

Prerequisites: None

This skill allows the character to wield a two handed sword, and only a two handed sword. Any other two handed edged weapon falls under the Polearm skill.

## Two Handed Weapon Master

### Melee Weapon Skill

Prerequisites: None

This skill grants the character the ability to use all two handed weapons, such as *Two Handed Edged*, *Two Handed Blunt*, *Staff*, and *Polearm*.

When buying this skill, you must “sell back” any skills that are included in *Two Handed Weapon Master*.

## Two Weapons

### Fighting Style Skill

Prerequisites: Florentine and any weapon skill

This skill allows the character to hold and use two weapons in combat, one in each hand. Neither weapon can be a two handed weapon, and one of the weapons can be no longer than a short sword. If different damages are being delivered with each weapon, then you must call out different damages when swinging the weapons.

*Waylay*  
Stealth Skill  
Prerequisites: None

This skill allows the character to attempt to sneak up on another character or monster and knock him, her or it unconscious. You do not need a weapon skill to perform a *Waylay*, but must have a foam phys rep of a rock or bludgeon. This phys rep must be built to the specifications of a small weapon. The victim of a *Waylay* will be unconscious for ten minutes unless given an *Awaken* spell or potion.

The damage from a successful *Waylay* will bypass Armor Points and will affect Body Points. A *Magic Armor* spell will protect someone from a *Waylay*, although it will then be expended.

This skill can be performed with any NERO-safe weapon. It is *not* a standard NERO weapon attack. The character performing the *Waylay* must use the butt end of the weapon, *lightly* tapping the target on the shoulder blades (do not hit their spine!).

The character using this skill must call out the attack verbal by stating “<damage> waylay.” Damage is determined by starting with a base of one and adding one for each *Backstab* purchased. A *Back Attack* may also be utilized to add one more point of damage, but will be used up in the process. An *Endow* spell will add one point and will also be used up in the process. The following skills do *not* add any benefits to the *Waylay* skill: *Critical Attack*, *Weapon Proficiency*, *Critical Slay*, *Flame Blade*, *Enchanted Blade*, *Vorpal Coatings*, *Damage Aura*, and *Assassinate*.

*Example one: Grunsox has purchased three Backstabs and the Waylay skill. He sneaks up and surprises Javier the Mage, calling “4 Waylay!” and tapping Javier lightly on the shoulder blade. Javier has no Magic Armor spell so he falls unconscious.*

*Example two: Grunsox and Nira are both sneaking up on two trolls in order to waylay them. Nira calls “1 Waylay!” while Grunsox calls “4 Waylay” at the same time. The trolls have a threshold of 3, so Nira does not knock hers unconscious (although she does do a point of normal damage to it). Grunsox’s troll, however, falls to the ground.*

A player using this skill may also call out “Zero waylay.”

Armor that protects and covers the back of the neck provides limited protection from a *Waylay*. A leather coif will protect against a “2 *Waylay*” and a metal coif or helmet will protect against a “3 *Waylay*.” Even if the headpiece provides protection against the *Waylay*, the victim will still take the amount of damage called. No armor will protect against a *Waylay* of 4 or higher. Also, *Superhuman Strength* can add to the damage of a *Waylay*

*For example: Grunsox has a metal helmet which gives him protection against a “3 Waylay.” Unfortunately, that’s all he has armor-wise, as his Armor Point tag shows only 3 points left. Nira surprises him with a 3 Waylay from behind. Although his helmet provides protection, he still takes the 3 points of damage.*

In order for the waylay to be successful, the attacker’s weapon hand must be within 6 inches of the contact point.

If the target knows that the attacker is coming and announces it by saying “I know you’re back there,” or otherwise showing that he or she is/was aware of the waylayer’s intentions, then the *Waylay* does not work. The victim will of course still take normal

damage from the blow. Walking around all day randomly saying “I know you’re back there” will not stop a *Waylay*.

*Waylay* can be used in combat if the target is caught by surprise. A victim who is unconscious, willing, or under a *Web*, *Confine*, or *Paralysis* effect is automatically surprised for purposes of this skill. It is also possible to *Waylay* a target the waylayer is talking to if the victim looks away or if the attacker gets behind the target.

A person who is successfully waylaid will not know who the attacker was (it is, after all, a surprise attack). They cannot later identify him or her as the attacker, although the victim may have suspicions if they were just talking to someone before being knocked unconscious.

Once the target is unconscious and has fallen to the ground, the attacker may give a *Killing Blow* if so desired. The regular rules of *Killing Blows* still apply; for example, you must wait for the unconscious person to come to rest.

It is impossible to *Waylay* non-humanoid monsters that have no necks, and certain other monsters may also be immune due to alien physiology or no metabolism. Most magical constructs such as golems are likewise immune as they are not life forms in a true definition of the term. Undead, but not Cursed Ones, are all immune.

*Weapon Master*  
Melee Weapon Skill  
Prerequisites: None

This skill allows the use of all non-ranged weapons. It does not allow the use of *Shield*, *Florentine*, or *Two Weapons*. When buying this skill, you must “sell back” any skills that are included in *Weapon Master*.

*Weapon Proficiency\**  
Combat Skill  
Prerequisite: Critical Attack #4

This allows the character to do a constant extra point of damage with one weapon for each time this skill is purchased.

A person can be proficient in as many weapons as desired, but a *Proficiency* for each weapon must be bought separately.

When *Weapon Proficiency* is bought, the player must specify for which hand the skill is to be used, as with *Critical Slay* or *Critical Attacks*. You cannot use the same proficiency to do an extra point of damage with both weapons if you are fighting with *Florentine* or *Two Weapons* skills.

When attacking with a proficiency, you should merely call out the extra point of damage as regular damage.

Count all previously bought *Weapon Proficiencies* and *Master Proficiencies* when determining the cost of this skill. For example, if you have one *Master Proficiency* and one *Weapon Proficiency*, then the next *Proficiency* would be the cost for *Weapon Proficiency #3*.

*Weaponsmith\**

Production Skill  
Prerequisites: None

This allows the character to earn a living repairing and making weapons. The cost of materials depends on the weapon being repaired or constructed. This skill works on the “Production Skills” system as detailed in the chapter on the Skill System.

Wear Extra Armor\*  
General Skill  
Prerequisites: None

With this skill, a character can get two additional armor points beyond their class limitations for every time this skill is bought. For example, a scholar could buy this skill three times and be able to legally wear six extra points of armor. The skill may be purchased as many times as desired.